Claims

1. An electronic gaming device, comprising:

a communication unit providing bi-directional communication with at least one other gaming device;

a memory to store contact information of at least one user of the at least one other gaming device, the information including data about the multi-player capable games supported by the at least one other device;

a controlling unit connected to the memory and the communication unit, wherein the controlling unit is configured:

to send a gaming request to the at least one other gaming device, the request containing an invitation to play a game supported by both devices;

to receive a response to the gaming request from the other device; and

to start the game in a multiplayer mode in the device responsive to the positive response.

2. The electronic gaming device of claim 1, further comprising user interface containing a display, wherein the controlling unit is configured to display the contact information on the display.

3. The electronic gaming device of claim 2, wherein the controlling unit is configured to detect a selection of a game in the displayed contact information and to send the gaming request on the basis of the selection.

4. The electronic gaming device of claim 2, wherein the controlling unit is configured

to detect the reception of a gaming request;

to display the gaming request on the display; and

to send a response to the sender of the request.

5. The electronic gaming device of claim 4, wherein the controlling unit is configured to start the game in the gaming device when sending a positive response to the sender of the request.

6. The electronic gaming device of claim 1, wherein the controlling unit is configured to set a timer when sending a gaming request with a predetermined timeout limit and if a response to the request is not received within the timeout limit, the controlling unit is configured to display a message regarding the timeout on the display.

7. The electronic gaming device of claim 1, wherein the device is configured to store information of sent and received gaming requests in an event log.

8. The electronic gaming device of claim 1, wherein the gaming request comprises information about a predetermined timeout limit during which a response is requested.

9. The electronic gaming device of claim 8, wherein the gaming device is configured to set a timer when a reception of a gaming request with a predetermined timeout limit has been detected and, if a response to the request is not sent within the timeout limit, the controlling unit is configured to send a negative response to the gaming request.

10. The electronic gaming device of claim 4, wherein the controlling unit is configured to block the reception of gaming requests.

11. The electronic gaming device of claim 1, wherein the communication unit comprises a terminal of a cellular radio system.

12. The electronic gaming device of claim 1, wherein the communication unit comprises an infrared transceiver.

13. The electronic gaming device of claim 1, wherein the communication unit comprises a short-range radio transceiver.

14. The electronic gaming device of claim 1, wherein the communication unit comprises a transceiver configured to use wired connections.

15. An electronic gaming device, comprising:

a first memory to store information about games currently supported by the device;

a communication unit providing bi-directional communication with other gaming devices;

a second memory to store contact information about at least one user of at least one other gaming device, the contact information comprising information about the games supported by the at least one other device,

a controlling unit connected to the first and the second memory;

a user interface connected to the controlling unit, the interface comprising a display, wherein the controlling unit is configured

to display the contact information on the display;

to send a gaming request to the at least one other gaming device, the request comprising an invitation to play a game supported by both devices;

to receive a response to the gaming request from the other device; and

to start the game in a multiplayer mode in the device responsive to the positive_response.

16. An electronic gaming device, comprising

a communication unit providing bi-directional communication with at least one other gaming device;

an user interface comprising a display;

a controlling unit connected to the communication unit and the display, wherein the controlling unit is configured

to detect a reception of a gaming request from another device, the request comprising an invitation to play a game supported by both devices;

to display the gaming request on the display;

to send a response to the sender of the request; and

to start the game in the gaming device when sending a positive request to the sender of the request.

17. The electronic gaming device of claim 1, wherein the device comprises keys, the device being configured to associate with at least one key a quick gaming number comprising an address of at least one user of another gaming device.

18. The electronic gaming device of claim 17, wherein the device is configured

to interpret the key press of the key associated with the quick gaming number as dialing of the quick gaming number when the key is pressed according to a predetermined rule; and

to send a gaming request to the at least one other gaming device, the request comprising an invitation to play a game supported by both devices.

19. A method of initiating a multiplayer game, comprising:

displaying on the display of an electronic gaming device contact information of at least one user of at least one other gaming device, the contact information comprising information about the multiplayer capable games supported by the at least one other device;

sending a gaming request to the at least one other gaming device, the request comprising an invitation to play a game supported by both devices;

receiving a response to the gaming request from the other device; and

starting the game in a multiplayer mode in the gaming device responsive to the positive response.

20. The method of claim 19, further comprising:

detecting a selection of a game in the displayed contact information and sending the gaming request on the basis of the selection.

21. The method of claim 19, wherein the gaming request is sent to a multitude of other gaming devices supporting the game.

22. The method of claim 19, further comprising:

sending the gaming request using a messaging application.

23. A method of initiating a multiplayer game, comprising:

displaying on the display of a first electronic gaming device contact information of at least one user of at least one other gaming device, the contact information comprising information about the games supported by the at least one other gaming device;

sending a gaming request to the at least one other gaming device;

the request comprising an invitation to play a game supported by both devices;

receiving the request in the other gaming device;

sending a response to the gaming request by the other gaming device; and

starting the game in a multiplayer mode in the other gaming device if the response was positive;

receiving the response to the gaming request in the first gaming device; and

starting the game in a multiplayer mode in the first gaming device responsive to the positive response.

24. The method of claim 23, further comprising: ignoring the reception of a gaming request in the gaming device if the reception of gaming requests is blocked.

25. The method of claim 23, further comprising: storing information of sent and received gaming requests in an event log.

26. The method of claim 23, wherein the gaming request comprises information about a predetermined timeout limit during which a response is requested.

27. The method of claim 23, wherein, if a response to the gaming request is not received in the first device during the timeout limit, the game initiation is cancelled.

28. The method of claim 23, wherein the other device sets a timer when a reception of a gaming request with a predetermined timeout limit is detected and, if a response to the request is not sent within the timeout limit, the other device sends a negative response to the gaming request.